

ABSTRACT OF THE DISCLOSURE

In order to overcome the problems arising from network latency in haptic transmission systems a local PC (23, 24) attempts to build a force/position model of a remote haptic device (22, 21) so that when packetised position data is received through the network 5 signals controlling the motors of the local haptic device (21, 22) may be adjusted to reflect a predicted position still to be received. By using a local data model of the remote environment, the prediction may take account of reaction forces from objects/textures being simulated locally.